

```
1 #include "PlaceableActor.h"
2
3 class Key : public PlaceableActor
4 {
5 public:
6     Key(int x, int y, ActorColour colour)
7         : PlaceableActor(x, y, colour)
8     {
9     }
10
11     virtual ActorType GetType() override { return ActorType::Key; }
12     virtual void Draw() override;
13 };
```